CLAIMS

1. Element such as a pawn (1) or a similar piece that can be moved on a game board comprising a dynamic display system, the game being electronically controlled, characterised in that it comprises a means (100, 102) of receiving game control information by wireless transmission, and a control means (112, 114) sensitive to the received information.

2. Element according to claim 1, characterised in that it also comprises a means (116) of animating a pawn controlled by the control means (112, 114).

3. Element according to claim 2, characterised in that the animating means (116) comprises at least one device chosen from the group including light sources, mechanical actuators, sound sources and vibration sources.

4. Element according to one of claims 1 to 3, characterised in that it also includes a detection means (117).

5. Element according to claim 4, characterised in that the detection means is composed of at least one device chosen from the group comprising optical sensors, mechanical sensors, electromagnetic sensors, sound sensors and vibration sensors.

6. Element according to one of claims 1 to 5, characterised in that it has its own address for reception of the said information.

7. Element according to either claim 1 or 6, characterised in that it is powered by a rechargeable

battery, and in that it comprises positions for reception of a battery recharging current.

8. Electronic game system, characterised in that it comprises:

an electronic game platform comprising a central unit, a memory, a dynamic display device capable of being placed in an essentially horizontal position, at least one input device for the user, and a means of transmitting information by wireless transmission, and

a plurality of pawns (10) that can be moved on the display device, each pawn including a means (100, 102) of receiving information by wireless transmission capable of communicating with the said transmission means, a control means (112, 114) sensitive to the received information, and a means (116) of animating the pawn controlled by the control means.

9. System according to claim 8, characterised in that the means of animating a pawn comprises at least one device chosen from the group including light sources, mechanical actuators, sound sources and vibration sources.

10. System according to either claim 7 or 8, characterised in that each pawn has its own address for reception of the said information.

11. System according to one of claims 8 to 10, characterised in that each pawn is powered by a rechargeable battery, and the platform and the pawns comprise positions for recharging the pawn batteries.